

# 808 sports leagues

## Kickball Rules Fall 2019



This season is sponsored by:



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## Summary

1. Each game is 7 innings or 50 minutes, whichever comes first.
2. Teams must field with one of the following gender distributions: 11 fielders with at least 4 women, 10 fielders with at least 3 women, up to 9 fielders with at least 2 women.
3. Pitches must be rolled underhand and not be excessively bouncy.
4. The ball can be thrown to hit a runner out below the shoulders. Headhunting is not allowed.
5. Men may not bunt.
6. Runners may run through base area to avoid physical contact and arrive safely to the base
7. Teams provide a volunteer referee either before or after their scheduled game as scheduled.
8. No alcohol or animals at the park. Violators may be removed from the league.
9. Good sportsmanship is required on and off the field. Violators may be removed from the league.

# 1. The Field

1-1. The field is a baseball or softball diamond. Wherever possible, the pre-defined boundaries of the park will be used. The field includes the infield diamond with a home plate, first base, second base, and third base, as well as a grassy outfield. The distance between bases shall be roughly 25 paces. The head referee is solely responsible for determining field dimensions.

1-2. There are two home plates, side by side, and two first bases, side by side. The foul line extends between the two bases.

1-3. An imaginary co-ed line, usually marked with cones, exists from first base to third base.

1-4. An imaginary pitcher's line, usually marked with cones, exists 10 feet in front of, and parallel to, the co-ed line.

1-6. An imaginary kicker's box, usually marked with cones, exists with the front corners 6 feet to each side of, and in line with the front side of home plate. The back corners will exist 6 feet behind the front corners and perpendicular to the front side of home plate.

1-7. An imaginary catcher's line extends indefinitely through the back two cones of the kicker's box.

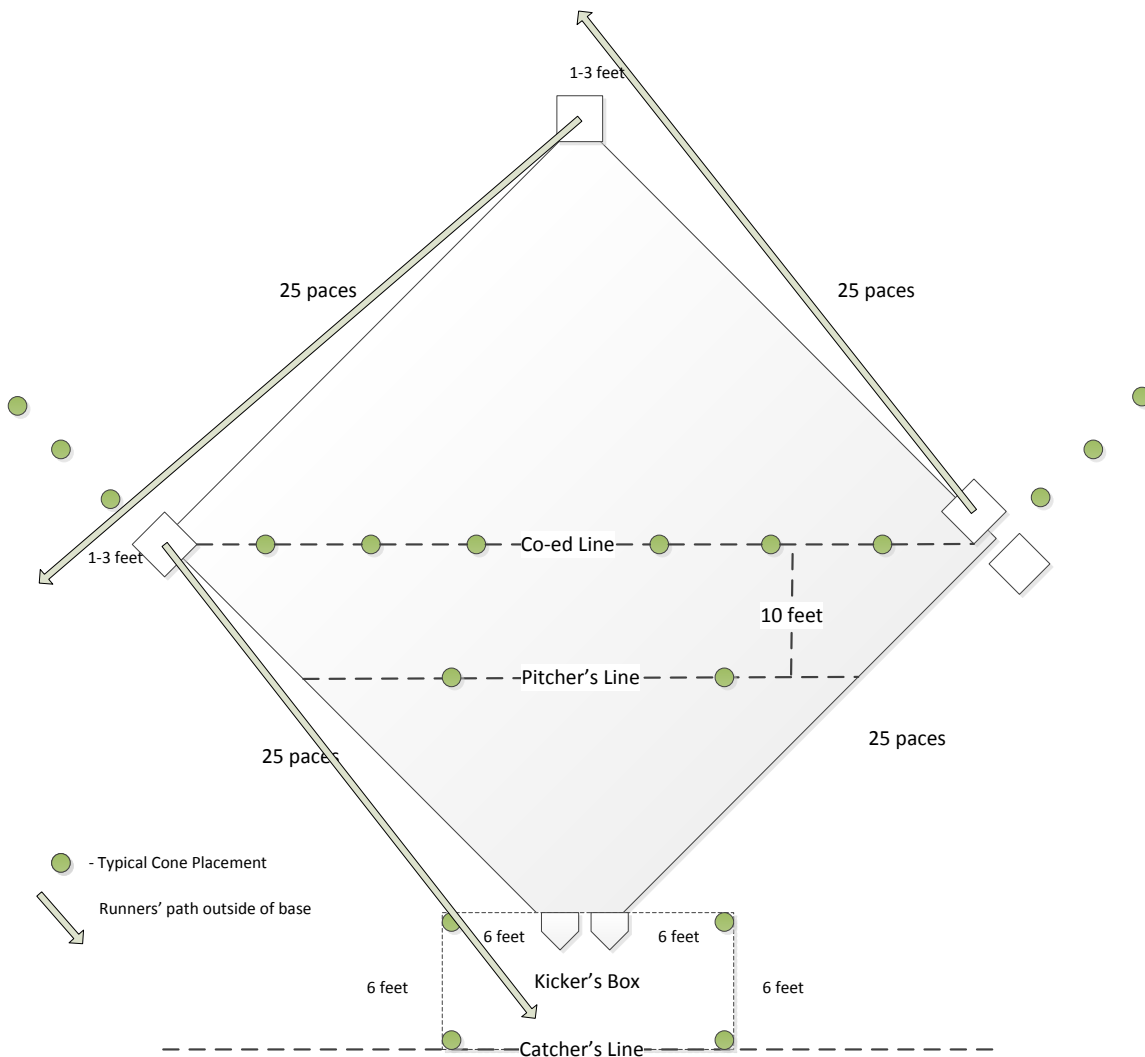


Figure 1: The field

## 2. Administration

2-1. Teams must provide one volunteer referee before or after their game at least once per season, according to the latest schedule posted on the website. The volunteer referee will assist the head referee in enforcing the rules.

PENALTY: 1<sup>st</sup> violation: the team will be assessed -3 runs at the start of their next game; 2<sup>nd</sup> violation: -5 runs; 3<sup>rd</sup> and subsequent violations: automatic forfeit of next game.

EXCEPTION: During the playoffs, volunteer referees are not required. The league will provide 2 head referees for each playoff game.

2-2. Games shall last seven innings or 50 minutes (including warm up time) from the scheduled game time, whichever comes first. The head referee will announce it is the last inning at 42 minutes if at the top of the inning. Or, if the game is at the bottom of the inning at 42 minutes, the head referee will announce that the next inning will be the last. The head referee is solely responsible for keeping the official game time.

PENALTY: N/A

2-3. A game is complete if one of the following criteria are met: 1) at least 3 complete innings have been played, 2) the allotted game time has expired. In event that a game is tied after seven innings and the head referee determines there is enough time remaining, additional innings may be played until the allotted game time has expired.

PENALTY: N/A

2-4. The head referee is solely responsible for cancelling a game due to inclement weather or other unforeseen events, such as field lights not turning on or shutting off during a game. Teams may not play in dangerous weather, without field lights, or in any other situation that the head referee determines will compromise player safety or may damage the field. In the event a game is cancelled before it finishes completely, but after 3 complete innings have been played, the score will revert to the last fully completed inning and the game will be considered complete and final.

PENALTY: N/A

2-5. Team captains are responsible for checking the weather hotline to verify whether their game has been cancelled. The weather hotline is 808-753-6718. The league will attempt, but is not required, to contact team captains in the event of game cancellations. Team captains are responsible for contacting their team members to relay information about cancelled games.

PENALTY: N/A

2-6. Cancelled or incomplete games will be rescheduled during designated makeup weeks during the season. The league does not guarantee when or on what day makeup games will occur. In the event of excessive cancelled or incomplete games, not all games may be rescheduled. The league will make every effort to ensure all scheduled games are played, but cannot guarantee all games will be played. Games will not be rescheduled due to player work schedules, sickness, vacations, or other activities, responsibilities, or obligations.

PENALTY: N/A

2-7. Teams must clear their benches/dugouts immediately following the conclusion of their game

PENALTY: The referee may, at his or her discretion, assess an unsportsmanlike conduct penalty.

2-8. There is a maximum of 25 players per team. Additions and deletions from the team roster are allowed until the first week of the season. Only players on the team roster may play in the game (this prevents players unaccounted for on league insurance). All players must sign the waiver form before playing. All players are required to bring a valid picture ID to every game. The league reserves the right to conduct random ID checks for any reason.

PENALTY: 1<sup>st</sup> offense: Warning. 2<sup>nd</sup> offense: The team is disqualified from the rest of the season, and may not participate in the playoffs.

2-9. During the game, only team captains are allowed to discuss rules or calls with the head referee. Only the head referee may discuss rules or calls. At no time should any player approach, argue with, or otherwise antagonize volunteer referees.

**PENALTY:** The referee may, at his or her discretion, assess an unsportsmanlike conduct penalty.

2-10. Teams must inform the league before 12PM on the day of their schedule games in the event they are unable to field the minimum number of players and must forfeit. The league contact information (phone number and/or email address) will be distributed during the captain's meeting before the season begins. A notification of forfeiture is final and may not be reversed.

**PENALTY:** No penalty is assessed if the opposing team can be contacted to inform them of the forfeit (whether the forfeit was reported on time or not) or if the notification was submitted before 12PM. Otherwise, the league commissioner may, at his or her discretion, remove the forfeiting team from the rest of the schedule, including the playoff tournament.

2-11. The league commissioner and head referees may make changes to these rules at any time to resolve situations that are not directly addressed, for the health and safety of players and/or for the good of the league.

### **3. Pre-Game**

3-1. Teams must have at least 7 players from their own team present at the scheduled game time, including at least two women, to start a game. If the team has enough players present, the game will start on time. Only if a team does not meet the minimum amount of players to begin shall the head referee grant a 10 minute grace period before penalizing the team.

**PENALTY:** The team forfeits the game.

3-2. Teams who have at least 7 of their own players, including at least two women, may pick up an unlimited number of additional players for their game. The players must be registered members of teams playing in the current season.

**PENALTY:** The team will start with -1 run per player picked up.

**EXCEPTION:** During the playoffs, teams are not allowed to pick up additional players to fill out their roster; only registered members of their team may participate in playoffs/championships.

3-3. Teams must have their lineups written on the designated scoreboard before the pre-game meeting. All present players must be included in the lineup.

**PENALTY:** The team will start their first at-kick inning with one out.

3-4. Lineups are required to: A) Include all players present at the game only once in the order. B) Include 4 women in the first 11 kicking places. C) Include no more than 3 men in a row, including between the bottom and top of the lineup. D) The team captain shall put a "C" next to his/her name to identify himself or herself to the head referee.

Exceptions: If not enough women are present to meet B or C, the team captain may list women twice until the minimum is met. If there are 10 or less players present on a team, B does not apply.

**PENALTY:** A) The referee may, at his or her discretion, deny entry to players who were present at the game but not included in the lineup or assess an unsportsmanlike conduct penalty. B and C) The referee will require the team captain to correct the lineup before play resumes.

3-5. Teams must report changes to the lineup after the pre-game meeting must be reported to the head referee. The only allowed changes to the lineup once the game begins are to: A) add late arrivers to the bottom of the lineup, B) remove

injured players from the game with approval from the head referee, or C) adjust the lineup to meet all requirements in rule 3-3 after making a change per A or B.

PENALTY: N/A

3-6. Teams must always practice/warm up in the outfield before their game, whether or not there is a game being played. Teams must never warm up in the infield.

PENALTY: N/A.

3-7. Prior to the game, the head referee will administer either a coin toss or one round of rock-paper-scissors between the two opposing team captains. The winner will choose for their team to be home (field first) or visitor (kick first).  
EXCEPTION: During the playoffs, the higher seeded team will choose to be home or visitor rather than there being a coin toss or rock-paper-scissors.

3-8. All players must wear covered shoes. Cleats are not required, but players may not play barefoot or in slippers/sandals, or other open toed shoes.

## 4. Pitching

4-1. No warm up/practice pitches are allowed between innings. Pitchers will be allowed (2) warm up pitches ONLY in the first inning before the each team takes their first turn at the home plate.

PENALTY: N/A

4-2. Legal pitches must: A) be rolled underhand, B) be released from behind the co-ed line, and C) touch the ground before the pitcher's line.

PENALTY: Ball not kicked: Automatic ball. Ball kicked: No penalty.

4-3. The strike zone extends horizontally between both home plates and one foot high. A pitch will be called a strike if A) any part of the ball passes through the strike zone and the ball is not kicked or B) the ball is kicked foul. All other pitches will be called balls.

PENALTY: N/A

4-4. A kicker shall be called out after: A) Three strikes, B) Two fouls after receiving a second strike.

PENALTY: N/A

4-5. A kicker shall be walked if they receive four balls in one at-bat. Walked kickers advance to first base automatically. Runners on base advance only if forced to.

PENALTY: N/A

4-6. Pitchers may not intentionally walk any kicker. The head referee is solely responsible for determining whether a walk was intentional.

PENALTY: The kicker advances to second base. All runners on base advance two bases from the base they were on at the start of the play: Runners on first base advance to third base, and runners on second and third bases score.

4-7. If the referee determines the built-in home plate on a field is unusually high off the ground and the ground cannot be repaired, pitches that bounce awkwardly off the front of the plate can be called no-pitches at the referees' discretion. No-pitches are not counted as balls, strikes, or foul balls, regardless of the result of the pitch. Swings with any contact, swings with no contact, or taken pitches are still counted as a no-pitch.

PENALTY: N/A

## 5. Catching

5-1. The catcher must remain behind the back of the kicker's box until the ball is kicked, and may not physically or verbally interfere with the kicker at any time.

PENALTY: Ball not kicked: Automatic ball. Ball kicked: The kicker is automatically safe at first.

5-2. The catcher is required to catch unknicked pitches and return the ball to the pitcher in a timely fashion. This responsibility takes precedence over a team's defensive strategy.

PENALTY: N/A

5-3. There may only be one catcher behind the plate before each pitch.

PENALTY: Ball not kicked: Automatic ball. Ball kicked: The kicker is automatically safe at first.

5-4. If a team has 9 or less players present, they may request that their referee act as a catcher to return pitched balls. The referee will not make any defensive plays on the team's behalf.

PENALTY: N/A

## 6. Fielding

6-1. Teams may have a maximum of 7 men and 4 women fielding at one time. The minimum number of women on the field at once is 2. The maximum number of men on the field at once is 7. There is no maximum number of women or minimum number of men required.

PENALTY: The team will be required to meet the minimum and maximum requirements immediately before play resumes.

6-2. There are unlimited substitutions when fielding, provided the minimum and maximum requirements in 6-1 are met at all times.

PENALTY: N/A

6-3. All fielding players must remain behind the co-ed line until the ball is kicked.

PENALTY: Ball kicked: The kicker is automatically safe at first. All base runners advance one base. Ball not kicked: Automatic ball.

6-4. There must be a minimum of three defenders in the outfield until the ball is kicked.

Exceptions: The team has 8 or less players on the field.

PENALTY: If ball not kicked: Automatic ball. If ball kicked: The kicker is safe at first. All other runners on base advance only if forced to.

6-5. Intentional moving or carrying of the bases is not allowed. In case of unintentional moving of a base, fielders should treat the spot where the base was prior to being moved as the base.

PENALTY: The runner is called automatically safe.

6-6. Fielders must never interfere with runners. Interference includes, but is not limited to: physically contacting a runner or blocking a base path/base with the intent of preventing or slowing down a runner's progress to a base.

PENALTY: 1) The runner is automatically safe at the base they were running to when the interference occurred and 2) The play is declared "Dead" and the status of the base runners will be determined by the referee. If interference



continues after a warning, an unsportsmanlike conduct penalty may be assessed.

6-7. An out occurs when: A) a fly ball in fair or foul territory is caught in the air by a fielder, B) a fielder touches a base where there is a force out with possession of the ball before the runner reaches the base line, C) a runner touches or is touched by the ball while not on a base, except for a kicker who touches the ball within three feet of home plate after kicking, D) a kicker strikes out. Three outs ends a half-inning.

PENALTY: N/A

6-8. Fielders must touch any of the bases while holding the ball to force an incoming runner out. Runners will be called out if the ball is held at the base prior to the runner arriving in the base area on a force play. Fielders must still tag a runner out on non-force plays.

PENALTY: N/A

6-9. Fielders must never intentionally initiate contact with anyone on the field, including other fielders, runners, kickers, referees, and spectators. Fielders must always be safety-minded and never pursue a play that may endanger the health and safety of any other person on the field.

PENALTY: Runners directly involved in the unsafe play are automatically safe.

6-10. The pitching mound is an imaginary area in the middle of the infield diamond. A play is dead when: A) a player has the ball in the vicinity of the pitching mound, all runners are on base, and no runners are actively advancing to a new base, or B) the head referee verbally calls "Time." Runners may not advance bases after a play is dead.

## 7. Kicking

7-1. Kickers must kick in the order they are listed in the lineup.

PENALTY:

Discovered while the incorrect kicker is kicking: The correct kicker assumes the count of the incorrect kicker.

Discovered after incorrect kicker reaches base and before the first pitch to the next kicker: The incorrect kicker is called out and returns to the bench. Other runners return to the base they were on before the incorrect runner reached base safely. Correct kicker kicks next.

Discovered after incorrect kicker reaches base and after the first pitch to the next kicker: The incorrect kicker stays on base. Correct kicker kicks next.

7-2. Kickers must contact the ball with their knee, foot, or shin. Kickers must contact the ball after it has broken the plane of the front edge of home plate. The position of the ball at first contact (not the kicker's body) will be used to judge a legal kick.

PENALTY: The pitch is counted as a foul ball. Fly balls may be caught for an out as a normal foul ball would be.

7-3. Kickers may not contact the ball after they have kicked it.

PENALTY: Within three feet from home plate: The pitch is counted as a foul ball. Three feet or more from home plate: The kicker is out.

7-4. In addition to 7-2 and 7-3, the following are considered foul balls: A) Ground balls first touched in foul territory by the fielding team in the infield, B) Ground balls passing outside of first or third base into the outfield, C) Fly balls that first touch the ground completely in foul territory, D) Fly balls that the referee determines would have first touched the ground in foul territory if a defender had not touched it. E) Balls that touch an obstacle in foul territory.

PENALTY: N/A

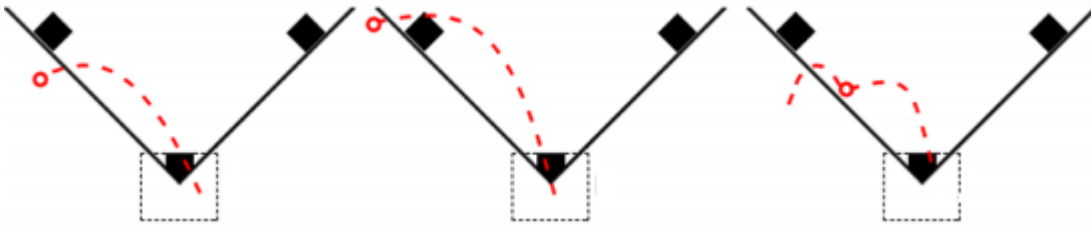


Figure 2: Foul Fly Balls

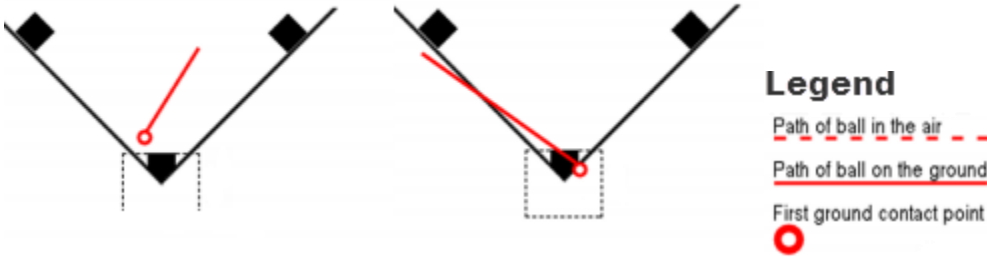


Figure 3: Foul Ground Balls

7-5. The following are considered fair balls: A) Ground balls in the infield that are first touched in fair territory (including the base) but bounce or ricochet into foul territory, B) Ground balls that pass first or third base in fair territory, C) Fly balls that first touch the ground in fair territory, D) Fly balls that the referee determines would have first touched the ground in fair territory if a defender had not touched it.

PENALTY: N/A

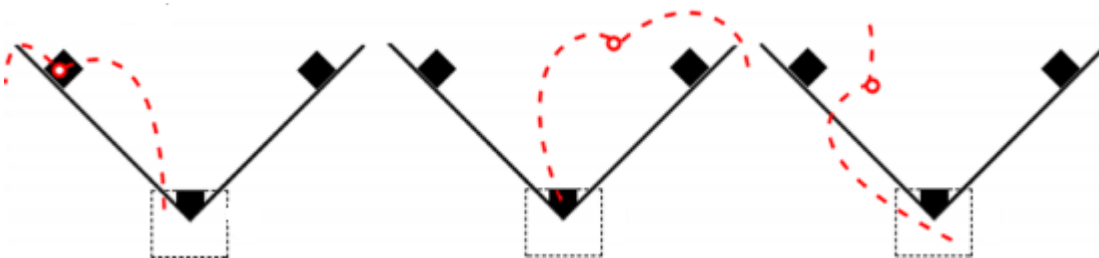
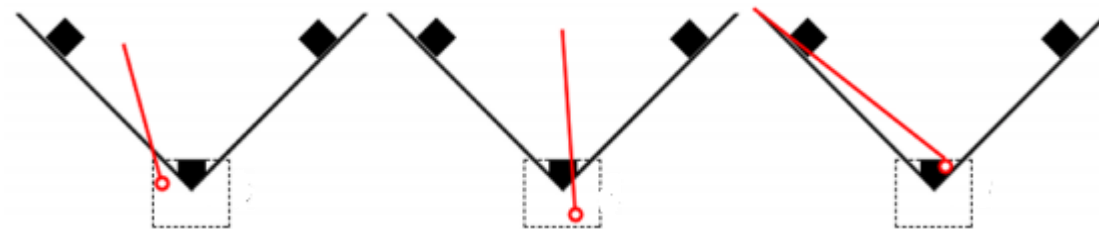


Figure 4 : Fair Fly Balls



**Legend**

- Path of ball in the air - - -
- Path of ball on the ground \_\_\_\_\_
- First ground contact point ○

Figure 5: Fair Ground Balls

7-6. Kickers must wear their 808 Sports Leagues shirt when starting their turn to kick. Kickers may wear clothing or other items over their shirt, but must be able to show the head referee the 808 Sports Leagues logo on the shirt before starting their turn to kick.

PENALTY: The kicker starts their turn with one strike.

7-7. Male kickers may not bunt. Bunting will be called if the ball does not have enough velocity to cross the pitchers line and/or if the defense is able to touch/field the ball before it crosses the pitchers line. **The head referee is solely responsible for judging whether a ball was kicked with enough force.** There are no bunting restrictions for female kickers

PENALTY: The pitch is counted as a foul ball. Fly balls may be caught for an out as a normal foul ball would be.

7-8. If a kicker injures themselves at the home plate while attempting to kick and cannot continue due to their injury, that player will be removed from the roster and will not be allowed to return to the game. The next player in the lineup will proceed to kick without assuming the prior player's pitch count.

PENALTY: N/A

## 8. Running

8-1. Runners must stay on their base until the ball is kicked or the referee calls ball, strike, or no pitch.

PENALTY: If the ball was kicked, the referee will call the runner out and the play will continue. If the ball was not kicked and the play resulted in the third out of the inning, the current kicker shall be the first kicker in the next inning.

8-2. The base path is 3 feet on the outside of the lines of the infield diamond. Runners may not leave the base path in order to avoid a tag. Runners may leave the base path when rounding bases and the referee determines there is no potential play on that runner.

PENALTY: The runner is automatically out.

8-3. Tagging up is allowed after a fair fly ball is first touched. Tagging up is not allowed after a fly ball is caught in foul territory. Runners not tagging up can be forced out at their original base or tagged out before they can return to their original base.

PENALTY: N/A

8-4. Intentional moving or carrying of the bases is not allowed. In case of unintentional moving of a base, runners should treat the spot where the base was prior to being moved as the base.

PENALTY: The runner is called out.

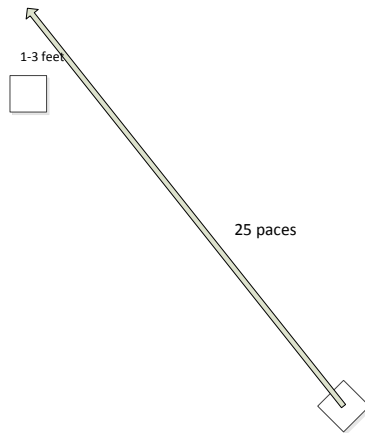
8-5. Runners must never interfere with the defense. Interference includes, but is not limited to: touching the ball after being called out or reaching base safely in order to keep it away from a defender, or intentionally making physical contact with a defender, base coach, referee, or spectator for any reason. Runners must always be safety-minded and never pursue a play that may endanger the health or safety of any person.

PENALTY: 1) The runner is called out and 2) The play is declared "Dead" and the status of the base runners will be determined by the referee. If interference continues after a warning, an unsportsmanlike conduct penalty may be assessed.

8-6. Runners may run through the first, second, third, and home base area (3 feet on the outside of the base) to prevent contact at the base.

- a) On force plays, runners will be called out if a fielder has complete control of the ball while touching the base before the runner touches the base or their foot breaks the plane of the 3-foot running path.
- b) Runners who run through first base may stay in foul territory to avoid being tagged out, regardless of which way they turn.

- c) Runners who run through second and third bases must be no closer to the next base than the one they are on to avoid being tagged out, regardless of which way they turn.
- d) Runners returning to a base they've previously touched or rounded must physically touch the base in order to avoid being tagged out.



**Figure 6: Illustration of Runners path 1-3 feet on outside of base**

8-7. Runners may not “cut corners” and cross in front of the bases while advancing. They must either run around or tag the base while proceeding to the next base.

**PENALTY:** The defense can tag either the player or the base for an Out.

8-8. Runners are out if any part of their body touches the ball while they are not touching a base.

Exceptions: The ball has been thrown by an opposing team member and contacts the runner’s head. On the same play they kicked the ball, the runner is off the base due to rounding first in foul territory.

**PENALTY:** N/A

8-9. No runners may score on the same play as a 3<sup>rd</sup> out caused by a force play, caught fly ball, or tagging a runner who could have been forced out. Runners may score by touching home plate before a 3<sup>rd</sup> out caused by a tag play.

8-10. Runners who are injured may be substituted out for a pinch runner after reaching first base successfully. The pinch runner will be the player of the same gender who was the last out. Injured players remain in the lineup and may continue to kick and field. Injured players who no longer wish to kick must remove themselves from the lineup and may not continue to field.

8-11. Team members acting as a base coach may not physically assist runners to round bases or prevent runners from overrunning bases.

**PENALTY:** The runner is automatically out.

8-12. Only one runner may be safe on each base. If two runners are on the same base, the defense may tag the runner who started the play on the least advanced base for an out.

8-13. Runners who run pass other base runners in front of them are automatically out.

## 9. Field-Specific Rules

9-1. At Moliili and Lanakila Fields, kickers may not kick the ball over the fence into traffic. Any individual, player or

non-player, may prevent a ball from going over any fence at Moiliili and Lanakila Fields only.

- Moiliili Field – Both fences fronting King and Isenberg Streets
- Lanakila Field – Fence fronting South School Street

PENALTY: Two outs are assessed to the kicking team. Extra outs do not carry over to the next inning.

## 10. Sportsmanship

10-1. 808 Sports League is a social, charity-focused organization for adult professionals. All participants are required to exhibit good sportsmanship at all times. Unsportsmanlike conduct of any type will not be tolerated.

Unsportsmanlike conduct includes, but is not limited to the following:

### 1. Bringing alcohol or any illegal/controlled substance to a field.

PENALTY: Teams caught with alcohol or illegal/controlled substances will be penalized with -5 runs at the start of their next game, followed by forfeit of the current game with a -10 run differential if not removed from the field in a timely fashion. If the team's next game is a playoff game, they will be removed from contention and their slot will be filled with the next runner up team.

**2<sup>nd</sup> Offense** – -10 run differential at the start of their next game and Team will automatically be removed from playoff contention

**3<sup>rd</sup> Offense** – Forfeiture of all remaining games for the rest of the season.

The referee, at his or her discretion, may stop play until the alcohol or controlled substances are removed from the field.

### 2. Wearing metal cleats.

PENALTY: Player may not continue to play in the game until metal cleats are removed.

### 3. Violence of any kind, including threats of violence.

PENALTY: Ejection of player threatening violence from the game.

4. Intentional or excessive physical contact or interference before, during, or after play. Interference includes verbal interference (such as the kicking team or a runner on base yelling "Got it! Got it!" or the defending team or fielder yelling "Go!" or "Stay!" in an effort to confuse their opponents).

PENALTY: Referee may, at his or her discretion, assess an automatic out or safe, depending on whether the interference was by a runner or fielder.

5. Verbal or physical disrespect/abuse of volunteer referees, head referees, players, or spectators. Verbal abuse includes excessive profanity.

PENALTY: Warning, followed by ejection of player from the game.

### 6. Bringing pets of any kind to the field.

PENALTY: Warning, followed by forfeit of the game with a -10 run differential if not removed from the field in a timely fashion, or if a repeat offense. The referee may, at his or her discretion, stop play until pets are removed from the field.

### 7. Intentionally kicking out of the posted kicking order, or adjusting the kicking order on the scoreboard without

notifying the referee.

PENALTY: Immediate forfeit of the game with a -10 run differential.

League members are required to inform their non-league guests of all sportsmanship rules. Non-league guests are required to abide by these guidelines. League members failing to control their non-league guests will be treated as if they were in violation of the sportsmanship rules themselves.

The head referee is solely responsible for determining the existence and severity of all unsportsmanlike conduct, including violations of the specific examples mentioned.

Warnings for unsportsmanlike conduct are given as a courtesy, but are not required for extreme violations. All unsportsmanlike conduct is reported to the league commissioner and may result in additional suspensions, disqualification from playoff participation, removal from the league for the rest of the current season, or permanent removal from all 808 Sports League leagues and events. Violence and possession of controlled substances will be reported to the police.

10-2. The decision of the head referee in assessing and penalizing unsportsmanlike conduct during the game is final. The decision of the league commissioner in assessing additional unsportsmanlike conduct penalties after the game is final.

PENALTY: N/A

10-3. A Sportsmanship score (SP) is given to every team after every game, and is factored into the overall league standings. Teams (and their fans) begin with a 4.5 and are deducted for policy infractions, poor attitudes, low attendance, or absence as described below. The head referee is solely responsible for assigning Sportsmanship Points and may adjust the criteria below if needed.

- 5.0 – Model Conduct
  - Team goes above and beyond in bringing the social spirit to the field.
  - Outstanding sportsmanship and camaraderie with teammates, opponents, and staff.
- 4.5 – Good Conduct
  - Always cooperative with staff and polite to teammates and opponents.
  - Rule interpretation and call discussions always polite.
  - Captain has full control of players & fans.
- 4.0 – Passable Conduct, Warnings Given
  - Team complains and/or shows minor dissent.
  - Minor taunting, running up the score, excessive celebration, or other actions which diminish overall fun.
  - Some minor warnings for rule violations given. Firm “last warnings” given for any rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” including excessive or intentional physical contact.
- 3.5 – Warnings Given, No Penalties
  - Team complains frequently, is unpleasant, or does not comply with referee requests.
  - Teams alerting the league by 12pm the day of a forfeit.
- 3.0 – One Violation
  - Team verbally argues or is disrespectful, but captain helps control team.
  - Firm “last warnings” were given for rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” and were still broken after the warning.
  - Teams who did not alert the league of a forfeit by 12pm.
- 2.0 – Two Violations or One Ejection

- Team breaks two rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” after last warnings, or breaks one rule two times after the last warning.
- Team has one player ejected from the game.
- 1.0 – Three or More Violations, More than One Ejection
  - Team breaks three or more rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” after last warnings, or breaks one rule two times after the last warning.
  - Captain has no control of team and/or is unwilling to assist.
- 0.0 – Game Forfeited
  - Physical confrontation, multiple ejections, or poor behavior resulting in discontinuation of game.

## 11. Standings and Playoffs

11-1. The number of scrimmage and regular season games is dependent on the size and composition of the league, and may vary from season to season. The format of the current season will be announced at the captain’s meeting that is held prior to each season.

PENALTY: N/A

11-2. The format of playoff tournaments and the number of playoff teams is dependent on the size and composition of the league, and will be announced at the captain’s meeting that is held prior to each season.

PENALTY: N/A

11-3. Standings points are awarded to teams for every non-scrimmage regular season game as follows: WIN – 3 points, TIE – 1 point, LOSS – 0 points.

PENALTY: N/A

11-4. Run differential is tracked for each non-scrimmage regular season game. The maximum run differential for each game is +/- 10 runs. Forfeits count as -10 run differential.

PENALTY: N/A

11-5. At the end of the regular season, playoff seeding is determined as follows, in order of precedence: 1) highest standings points, 2) highest Sportsmanship Score, 3) least forfeits, 4) head to head record, 5) highest run differential, 6) coin toss.

PENALTY: N/A